



# Half-Court 3-on-3 Basketball

## Sport Rules

*Special Olympics*





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## 1. GOVERNING RULES

The Official Special Olympics Sports Rules for Half-Court 3-on-3 Basketball shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon International Basketball Federation (Fédération Internationale de Basketball) (FIBA) rules for basketball found at <http://www.fiba.com>. FIBA or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Basketball or Article I. In such cases, the Official Special Olympics Sports Rules for Basketball shall apply.

Refer to [Sport Rules Article 1](#), for more information pertaining to Codes of Conduct, Training Standards, Medical and Safety Requirements, Divisioning, Awards, Criteria for Advancement to Higher Levels of Competition, and Unified Sports.

## 2. OFFICIAL EVENTS

The range of events is intended to offer competition opportunities for athletes of all abilities. A Program may determine the events offered and, if required, guidelines for the management of those events. Coaches are responsible for providing training and event selection appropriate to each athlete's skill and interest.

The following is a list of official events available in Special Olympics.

- 2.1 Team Competition (Half Court 3-on-3 Basketball)
- 2.2 Unified Sports® Team Competition (Half Court 3-on-3 Basketball)

## 3. HALF-COURT 3-ON-3 BASKETBALL COMPETITION

### 3.1 Purpose

- 3.1.1 Half-court 3-on-3 basketball may be used as a means of increasing the number of teams for Special Olympics basketball competition.
- 3.1.2 It is also a means of assisting competitors with lower ability levels to progress from Individual Skills to full court play.
- 3.1.3 However, efforts must be made to play regulation team basketball whenever possible.

### 3.2 Divisioning

- 3.2.1 A classification round of games should be conducted as a means of finalizing the divisioning process.
  - 3.2.1.1 Teams may be moved from any assigned competition pool throughout the pool play process in order to maintain competitive balance. The Divisioning Committee reserves the right to adjust the divisioning prior to the medal round.
  - 3.2.1.2 Every effort will be made to guarantee the integrity of the games and divisioning process. The ultimate goal of the Committee is to select divisions with teams of similar ability. The decision of the Committee is final and may not be appealed/protested.
- 3.2.2 Each team will be required to play all team members, unless a competitor is unable to play due to injury, illness or for disciplinary reasons.

### 3.3 Playing Area and Equipment

- 3.3.1 Any half-court section of a basketball court may be used. The court will be bounded/enclosed by the end line under the basket, two sidelines and the half-court line.



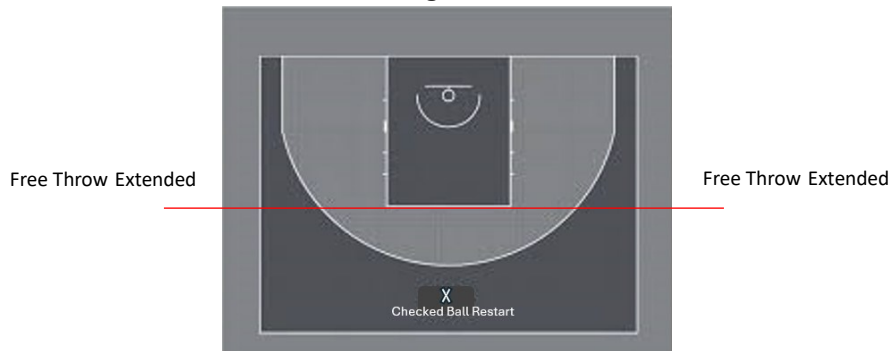
- 3.3.2 All players must wear basketball attire with identifying numbers and flat rubber sole athletic shoes.
- 3.3.3 Team uniform shirts and shorts must be identical in trim color and style.
- 3.3.4 Undershirts, if worn, must match the color of the body of the uniform and must be identical in color, or white. Undershirts may be worn by some or all of the players, and may be short sleeve or tank top. (No cut or ragged edges are allowed) All numbers are to be per NGB specifications.
- 3.4 Each player shall be numbered on the front and back of the shirt with plain Arabic numbers of at least 20 centimeters (6-8 in) high on the back and 10 centimeters (4 in) high on the front and not less than 2 centimeters (3/4 in) in width. All numbers are to be per NGB specifications. Team and Players
  - 3.4.1 A team's roster may include up to five players, which would comprise of three starters and two substitutes.
  - 3.4.2 Each team must start the game with three players. A team may drop below three players after the start of the game due to player injury or illness but must have three players to start the game. For Unified Half Court 3-on-3, the ratio will be two athletes and one partner. A Unified team may not drop below a minimum of one athlete and one Unified partner or will have to forfeit the game.
- 3.5 The Game
  - 3.5.1 A complete game will be played for 20 minutes or until one-team scores 20 points. Games will have two 10-minute halves and a two-minute half-time period. A made field goal counts two points, unless attempted from the three-point field goal area, when da made field goal counts as three points.
    - 3.5.1.1 There will be a running clock applied until the final minute of the first half, second half and any overtime period. During the final minute, the clock will stop for all dead ball situations (e.g., fouls, violations, field goals, and timeouts).
    - 3.5.1.2 The game will start with a flip of a coin for possession. There is no jump ball. All held or jump balls will be administered by alternate possession, starting with the team that wins the flip of the coin.
  - 3.5.2 A held ball is called when opposing players have one or both hands so firmly on the ball that possession can be gained only by force. The ball is awarded on the basis of alternate possession.
  - 3.5.3 If overtime is required due to a tie at the end of regulation play, it will begin with a flip of a coin for possession. A one-minute intermission will follow regulation play and each overtime period. The amount of time for an overtime period is three minutes. The clock will stop during the last minute of overtime for all dead ball situations.
- 3.6 Competition
  - 3.6.1 The referee will handle the ball on all out-of-bounds plays.
  - 3.6.2 The ball is dead after a foul or violation is called by the referee, a field goal is made or any other time the referee blows his/her whistle.
  - 3.6.3 Teams change possession of the ball after made field goals. However, if a player is fouled in the act of shooting and makes the basket, the field goal is counted, and the offended against team retains possession of the ball.
  - 3.6.4 The in-bound spot in all cases (fouls, violations, out-of-bounds, made field goals, timeouts) will be behind the free throw line extended at a designated spot within the restraining circle at the top of the key marked with an "X" (see Diagram 1). The player inbounding the ball will begin play from the designated spot; all other players on the





court are permitted to move about the designated court area, with defensive players continuing to play defense on any offensive player that moves within the designated space.

**Diagram 1**



- 3.6.5 On any change of possession, the team which just gained possession of the ball must take the ball back behind the free throw line extended prior to attempting a field goal. In taking the ball back, either the ball or the foot of the player in possession of the ball must touch the free throw extended or the area behind it.
- 3.6.6 A violation has occurred when the team playing defense has just gained possession of the ball and attempts a field goal without taking the ball back behind the free throw line extended. If a field goal is attempted by the team playing defense after gaining possession, without the team taking it back to the free-throw line extended, the possession returns to the team playing offense as a dead ball and will need to be inbounded from the "X".
- 3.6.7 Substitutions may be made on a dead ball. When one team makes a substitution, the other team must be given an opportunity to substitute as well. Players entering the game must report to the scorer's table and be signaled into the game by the referee.
- 3.6.8 Each team is provided with two 60-second timeouts during a regulation game. An additional timeout is granted to each team per overtime period. In both cases, all timeouts must be used by the end of the regulation game or overtime period. At no point can a timeout be carried over from regulation into overtime. When a timeout is called, the clock will be stopped.
  - 3.6.8.1 A player on court or a head coach on bench will signal orally or by hand signal to request for a timeout.
- 3.6.9 A player injury timeout may be called by the referee. The referee may stop the clock at his/her discretion and is advised to do so at any time. For example, allowing the clock to run when the ball bounces well out of play gives one team an unfair advantage. Consequently, the clock should be stopped.
- 3.6.10 On those courts where the basket support is on the playing court, a player whose body touches the support is not considered out-of-bounds unless he/she has control of the ball. If the ball touches the support, it is considered out-of-bounds. No player may use the support to gain advantage or put an opposing player at a disadvantage.
- 3.7 Fouls and Penalties
  - 3.7.1 A foul is an infraction of the rules involving personal contact with an opponent or for unsporting behavior. It is charged against the offender.



- 3.7.2 On all fouls (personal, common, technical), the offended against team will receive possession of the ball at the designated spot (i.e. the 'X'). If a player is fouled in the act of shooting and makes the basket, the field goal is credited and the offended against team also retains possession of the ball. In all cases, no free throws will be awarded or attempted.
- 3.7.3 There are no individual or team foul limits in Half Court 3-on-3 competition. However, misconduct will result in a warning to the player and coach. Continual misconduct or flagrant and intentional fouling will result in player dismissal.
- 3.7.4 An offensive player, including any players attempting a shot, may remain in the free throw lane for only three seconds. The penalty for this infraction is loss of possession.
- 3.7.5 A player attempting a throw-in shall have five seconds to release the ball. The penalty for taking more than five seconds shall be loss of possession.
- 3.8 Points of Emphasis
  - 3.8.1 It is a violation for players to "double dribble."
  - 3.8.2 Concerning optional adaptations:
    - 3.8.2.1 A player may take two steps beyond what is allowable. However, if the player scores, or "travels," to escape the defense as a result of any extra step(s), an advantage has been gained. A violation is called immediately.
- 3.9 Unified Sports® Half Court 3-on-3 Team Competition
  - 3.9.1 The roster shall contain a proportionate number of athletes and Unified partners.
  - 3.9.2 Team Half Court 3-on-3: Basketball (Start of game: 3 players on court / team can drop down to max 2 players):
    - 3.9.2.1 2A/1P (Start of game)
    - 3.9.2.2 1A/1P (minimum allowable ratio – Failure to adhere will result in a forfeit)
  - 3.9.3 A team may drop below three players after the start of the game due to player disqualification, injury or illness but must have three to start the game.
  - 3.9.4 It is required that athletes and Unified partners are of similar age and similar ability. For more information on similar age and ability, please see Sport Rules Article 1 Section 14.1.2.
  - 3.9.5 Player substitutions: Only Athletes can be replaced by Athletes, and Unified partners can only be replaced by Partners.
  - 3.9.6 Each Unified team shall have an adult non-playing coach responsible for the lineup and conduct of the team during competition.